

COMPUTER BASED TRAINING

Take DIAGNOSTIC TEST to generate a specific course of study

View course LECTURES

THEORY

Take THEORY QUIZ to review issues & techniques

APPLICATION

Crash Course cycle

Take PRACTICE TEST

Go to Audio Visual DATA BASE to get explanation of wrong answers
As needed & generate CUSTOMIZED DRILL SET based on wrong answers

Repeat this cycle until desired score is reached
(Avg=20 iterations)

RESULT: A Mental Biofeedback™ that strengthens weak areas through customized practice

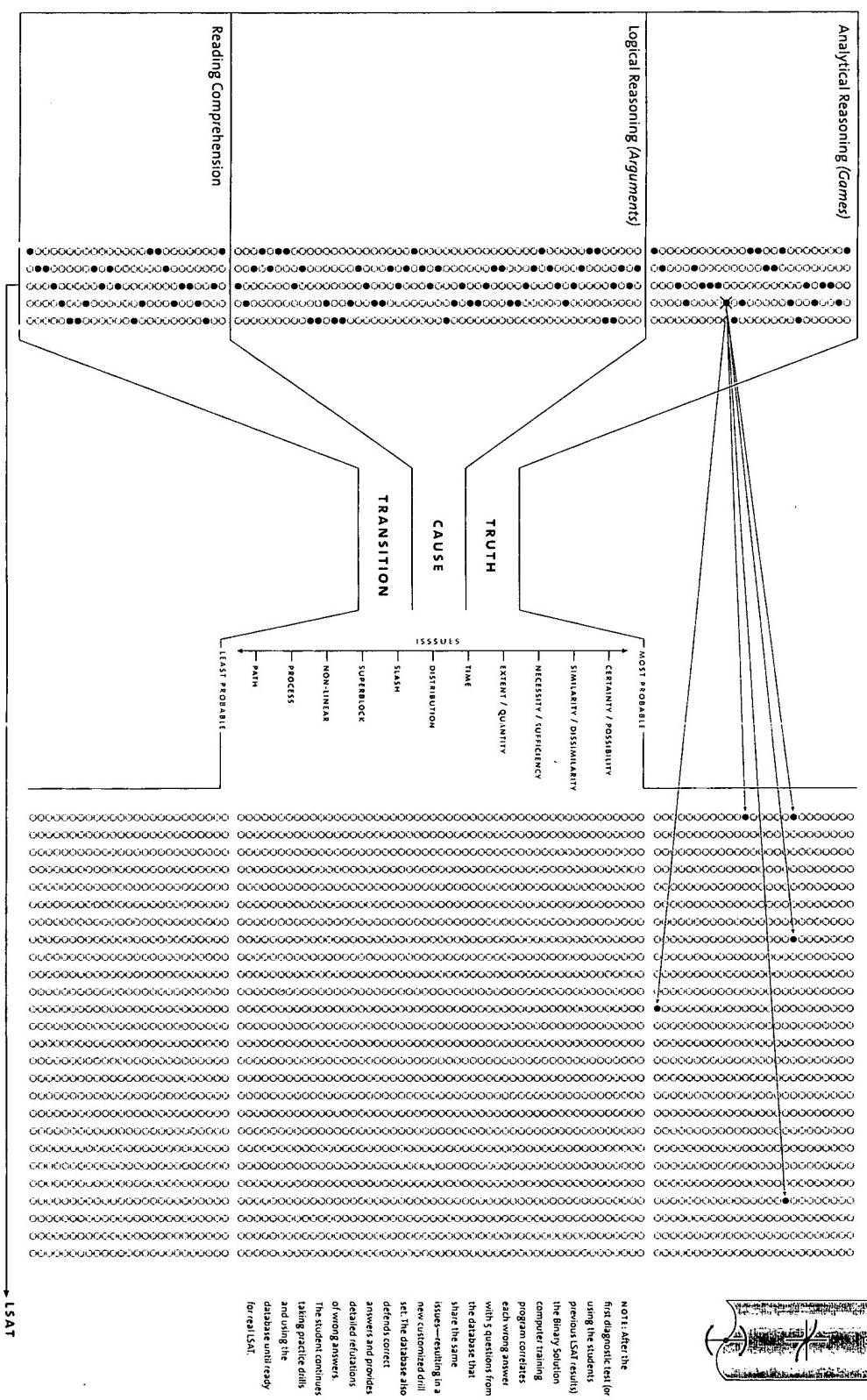
THE BINARY SOLUTION

LSAT COMPUTER BASED TRAINING

THE BINARY SOLUTION

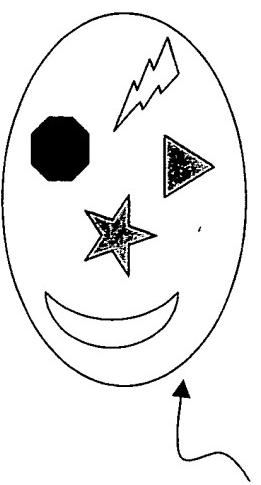
LSAT → INPUT → DECONSTRUCTION → CUSTOMIZED DRILL SET

DATABASE



The unique intellectual architecture of our Database is founded upon our method of Deconstruction

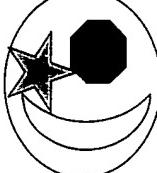
1. Subject matter is reduced to a finite set of issues



Symbols represent distinct issues

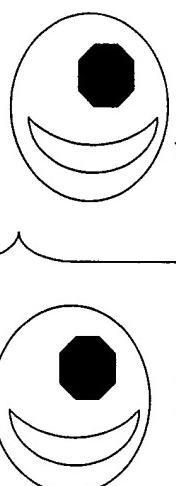
Question containing 2 issues

Contains all issues + extra issues



Contains all issues + extra issues (=Best Fit)

2. Each practice question contains a finite subset of those issues



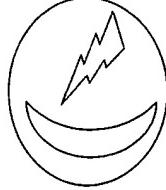
Contains all issues + only those issues (=Best Fit)

3. Matches can be

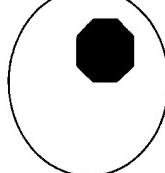
made with other questions

that contain some or all of the same issues

Match Scenarios (4 cases)



Contains some, but not all, of the issues



Contains some issues+ extra issues

"F O O D S C " G E G T G G G G

GAMES ISSUES

AXIS

PLAYERS

RULES OF THE GAME

(In 599 - v1)

At Least X, At Most X

DISTRIBUTION

No Numerical Constraints On Players, Axis Or Both

CONDITIONAL

If.....(Then)....

Must Also

Unless

Only If

If immovable, treat as minor axis.

If movable, treat as auxiliary players

More Than 2 Sets of Stuff

3 SET

One Player Relates To 2 Or More Unrelated Players

SUPERBLOCK

A Superblock can grow large enough to displace the axis

Players Have An Initial Assignment

PATH

NONLINEAR

Picture

Description of Diagram

If connections are fixed, treat as axis

If connections are movable, treat as players

may involve motion or continuity along path

Intersection is an issue with straight segments

Add a player

PROCESS

PRINCIPAL OPERATIONS

PLAYERS DANCE

Drop a player

PROCESS

PHYSICAL OPERATIONS

Rearrange the players

PROCESS

Players condense

PROCESS

Can take any ultimately consistent form

PROCESS

Must have a START, could have a STOP

PROCESS

Answers may be based on repeated applications of the Process

PROCESS

Axis length may vary at different stages of the Process

PROCESS

MUST BE TRUE
Special Cases

Ver. 1
1/18/98

Flout by trying NONE

{A} ..OR..{B}

If..{A}... then...{B}...

Plug in A, Flout B
Keep the choice that cannot be flouted

Flout by trying X-1

AT LEAST X

Flout by trying X+1

AT MOST X

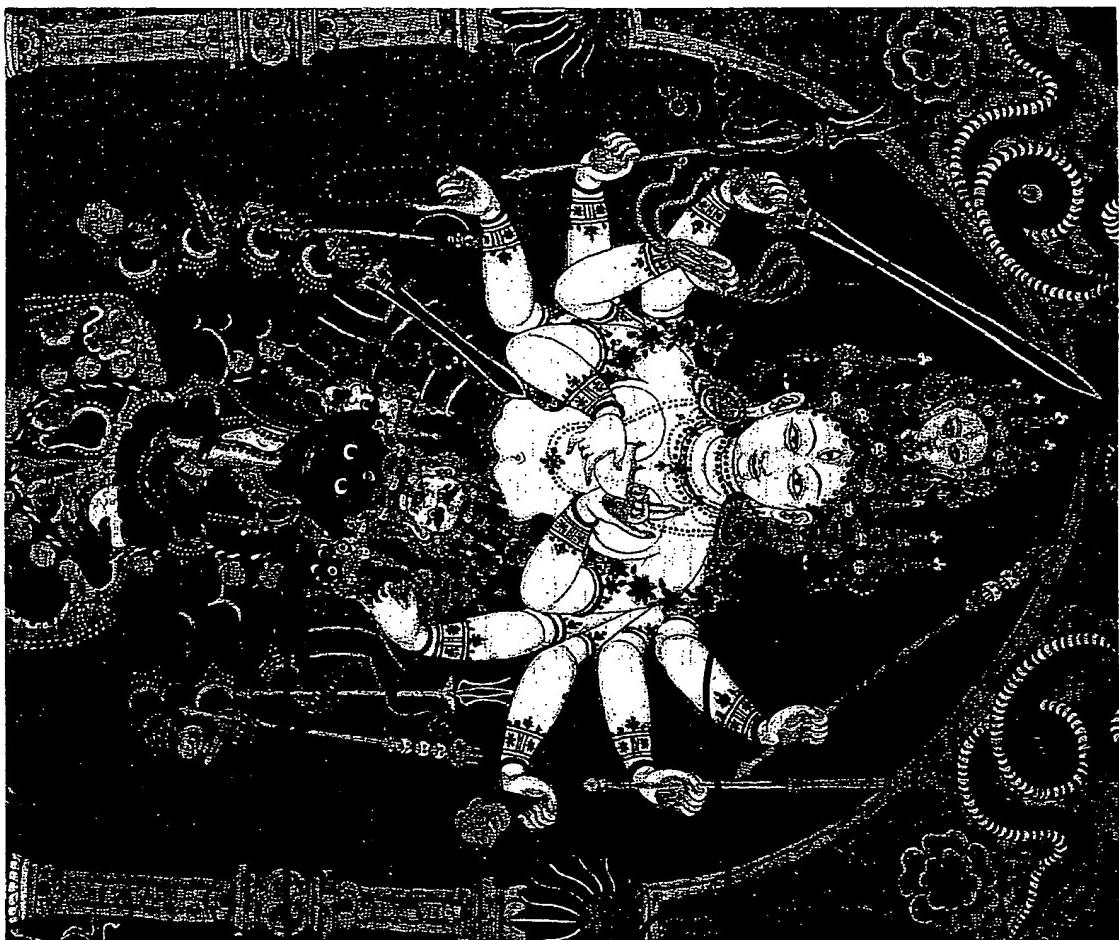
CAN BE

Plug in choices, keep the first true one.

INVERTED

Plug in choices, keep the first one
that yields the constraint in the question

T O S O " S E G T S E S O



The DATABASE GENIES TM

For each question the user answers incorrectly:

Explanation Genie
explains why the user's response is incorrect & why the credited response is correct

Drill Genie

searches for 5 similar questions so that the user can learn from his mistakes